SNSP-ARTP-EUR

The Ren & Stimpy Show™

NICKELODEON™

TIME WARP

Instruction Manual

™

SUPER NINTENDO ENTERTAINMENT SYSTEM

T·HQ INC.

CONTENTS

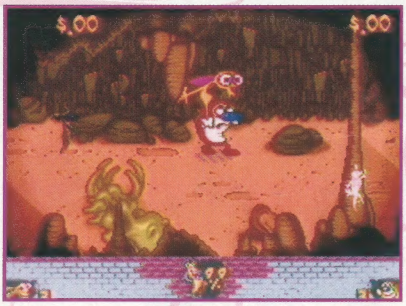
Time Warp!.....2
Getting Started 4
Controls 5
Status Display 6
Secret Passcodes 7
Just 47 Million Proofs of Purchase! 8

The Big City 10
The Time Machine 12
The Haunted House 13
Monkey See, Monkey Don't 16
The Untamed World 18

Timely Tips..... 20
Limited Warranty 21

TIME WARP

Heeey Ren!
I can hardly contain myself! Muddy Mudskipper is giving away a FREE time machine! All we have to do is send in 47 million proofs of purchase from Gritty Kitty™.

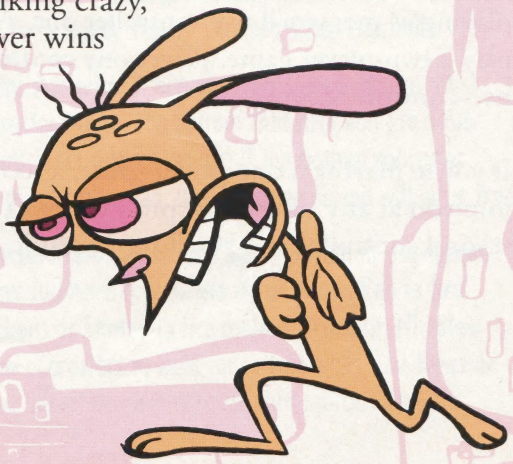


And I'm sure we could find some money while we're collecting Gritty Kitty proofs of purchase – oh pleeease, Ren. Pleeease, pleeease, pleeease!

Just think – if we had our very own time machine we could see great leaders, witness history in the making, we could even go back to previous episodes of our own show!

C'mon Ren, we've got proofs of purchase to collect!

Stimpy, you're talking crazy, man – nobody ever wins stuff like this in contests!



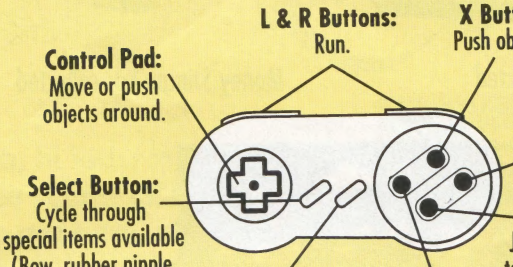
Getting Started

You there – the higher mammal reading the instruction manual – I'm Ren Hoëk and we've got work to do. First, you have to turn off your Super NES and insert the Time Warp Game Pak. Now, plug in both game controllers.

Even if you're playing a one-player game, you'll still want both controllers plugged in so you can choose the character you want to control. Kids, if you want to play as Stimpy you'll use controller number two. Of course, if you're playing as me, you'll use controller one. And if you want to play a two-player game, player one controls me and player two controls Stimpy.

If you're playing a one-player game, a second player can join you at any time – just press the Start Button on the second controller and you'll start right in. Got it, man?

CONTROLS

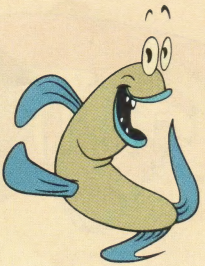


Power-Up Attacks: Hold the Y Button – Ren's eyes or Stimpy's nose will flash red, then turn solid red to indicate a fully-charged attack. Release the Y Button to fire Ren's Super Slap or Stimpy's Giant Hairball.

Team Attacks: If one character jumps on the other character's back, the bottom character can press the Y Button for a team attack. If the bottom character jumps or is attacked, the character on top will jump free.

Special Items: Press the Select Button to use special items you have found. The **Bow** allows Ren to fire chickens or Stimpy to fire melons. **Rubber Nipples** allow characters to walk up certain walls. The **Beaver Saw** allows characters to cut through certain walls.

Status Display



Money Ren has collected

Money Stimpy has collected

Ren's lives

Stimpy's lives

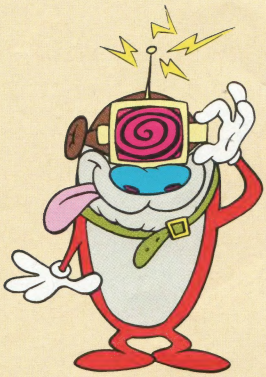
Special Items

Ren's health bar

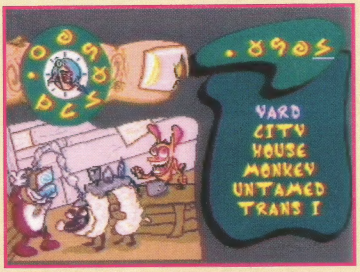
Stimpy's health bar

(collect sandwiches to increase the size of your health bar)

The bottom center of the screen shows the number of Gritty Kitty proofs of purchase collected during the first two levels. Once Ren and Stimpy have earned their time machine, the bottom center of the screen shows the percentage of Muddy Mudskipper Contamination. Each time Ren or Stimpy attack a Muddy Mudskipper icon during the last three levels, Muddy Mudskipper Contamination decreases. The lower the percentage of Muddy Mudskipper Contamination, the higher the value of the money collected.



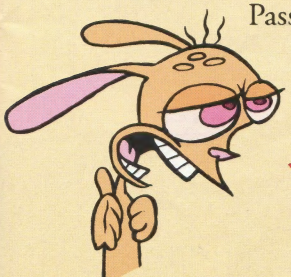
SECRET PASSCODES



Oh, hi kids! Welcome to our secret clubhouse! To get here, all you have to do is select Options on the title screen at the start of the game. Once you're here, you can use our new time machine to zip right to anywhere you want. But first you'll need to enter a Secret Passcode on my Super Secret Muddy Mudskipper Decoder Ring.

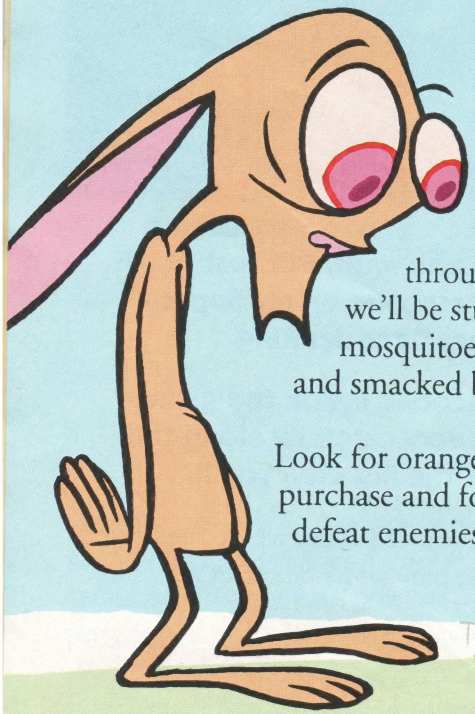
You can find Secret Passcodes inside the game – for instance, if you look very carefully along the wall when you first enter the Big City, you'll...

Stimpy – you eediot! If you **tell** them where the Secret Passcodes are, they won't be secret anymore, will they?



WARNING: You'd better watch out, because these passwords can do wacky things, like reversing the controls!

JUST 47 MILLION PROOFS OF PURCHASE!



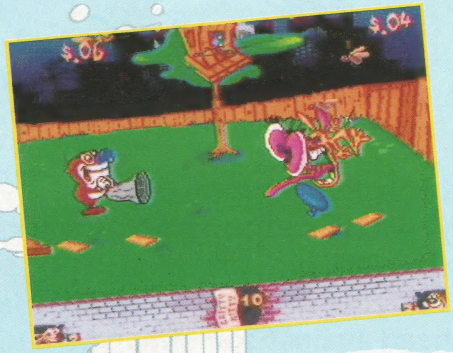
All right, Stimpy, I agreed to help you find your stupid Gritty Kitty proofs of purchase, but this is crazy! Just going through our own backyard, we'll be stung by flies and mosquitoes, hit by water balloons and smacked by fence boards!

Look for orange Gritty Kitty proofs of purchase and for money when you defeat enemies.

Garbage cans might be full of delicious food to restore lost energy – but be careful, man! They could be full of attacking insects or bad food which takes energy away. Move garbage cans around to help us reach high areas like those treehouses – look for handy bows to attack enemies from a distance.

How I wish I had some Powdered Toast to give me huge pectoral muscles and make me strong. Too bad it only lasts until we get attacked.

Ow! Stimpy! I don't know which fence board to hit to move from yard to yard! I've about had it with this time machine scam – the only way it could get worse is if we ran into a truck full of hungry bulldogs!



The Big City

Hey Ren, we made it to The Big City – there must be lots of Gritty Kitty bags here! Just watch out for falling walruses, diving seagulls and the Fire Chief!

Joy! I found some extra lives, rubber nipples, hidden bags of money and a beaver saw!

Look, Ren – happy helmets! If you put one on, you'll be so happy, you won't be able to defend yourself, pick anything up, or make complete sentences. To get a Happy Helmet off, bash your head against something hard (like a wall) but it will take away energy – use a hammer to get a Happy Helmet off without losing energy.

Remember, Ren – unless we find 47 million proofs of purchase here, the game will end and we'll have to start over.

Maybe we can climb up to the rooftops to find all of the goodies there, but we must be careful – I've heard that at night when the moon is full the fearsome Crockostimpies crawl out of the sewers and roam the streets looking for food.

Crockostimpies?!
My poor brainless pal, that's just a rumor made up to scare kids into eating lumpy oatmeal. There's no such thing – trust me, man, I know what I'm talking about.

The Time Machine

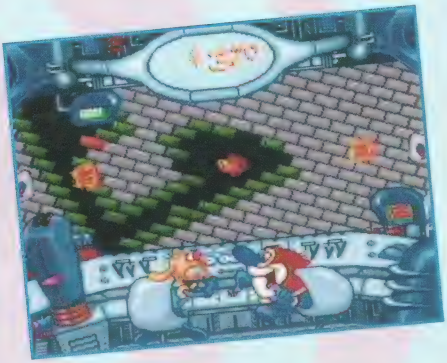
Happy, happy, happy! Ren, I can't believe it! We actually found all the proofs of purchase and earned our time machine!

Isn't it exciting? Here, Ren – you steer the time machine around the weird time phenomena

and I'll fire the Toast-A-Matic cannons at the mosquitoes, hourglasses and other oddities.

Make sure you pick up money as well as pizza and Gritty Kitty to use as fuel. The Toastomitron meter at the left of the screen shows the energy remaining in the time machine's shields – if the toast pops up, start screaming!

If we can make it through the time stream, we'll enter a maze of time portals. Oh my – unless we remember all of the shapes and colors, we'll never find our way out again!

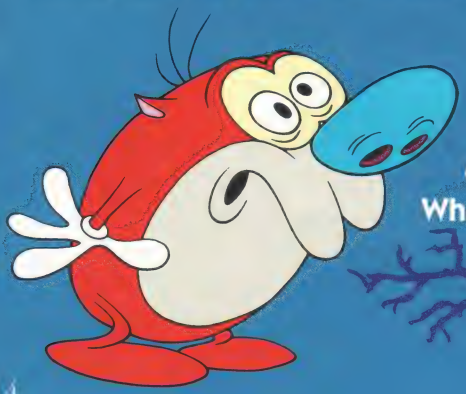


NOTE: No matter how many lives you have left, you have only 3 chances to get through the time portals. Be careful! If you don't make it in 3 tries, the game ends.

The Haunted House

Stimpy, we've landed! And according to the time machine, we've traveled back to... *homigosh!* **Last Monday!** That's when we got trapped in that spooky graveyard! We'll have to fight our way through all of these ghosts, ghouls and bats to make it to the mausoleum.

Muddy Mudskipper must have gotten mad at us for winning his time machine – now he'll try to change history and trap us so we're forever **lost in time**!



Oh, no!
What'll we do now, Ren?

Look for Muddy Mudskipper icons: ghosts, statues, anything that he might have planted here and get rid of it. The **Muddy Contamination Meter** at the bottom center of the screen counts down each time we attack the Muddy Mudskipper icons. The lower the contamination, the more money we'll collect from enemies we scare off and the closer we'll be to home!

Start hocking those hairballs, Stimpy – if we can get back to the time machine, we'll travel through time to another episode. Move it, man! I don't want to be stuck in a Monday forever!

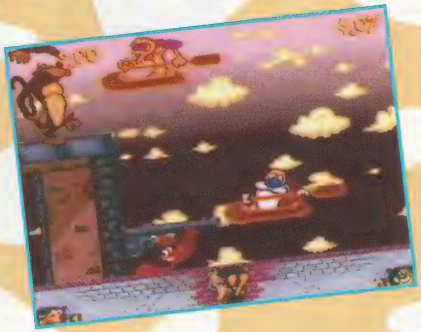
Monkey See, Monkey Don't

Well, I'll be a monkey's dentures – Ren, we've come back to the same zoo we were in last week when we dressed up as monkeys.

First let's get out of this cage. Maybe we can find a key...

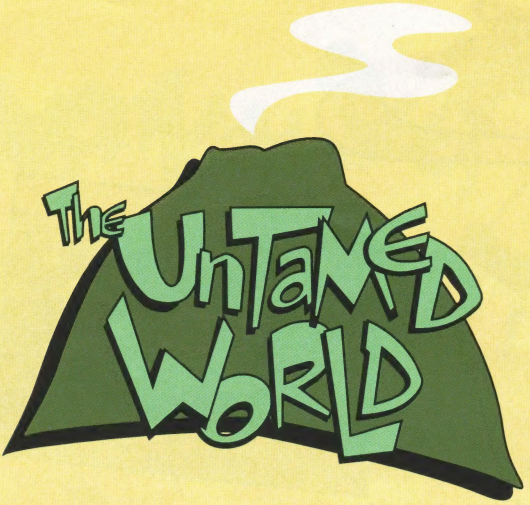
Watch out, Ren, those elephants are shooting peanuts and the monkeys don't seem happy to see us.

Remember to get rid of any Muddy Mudskipper icons we find.

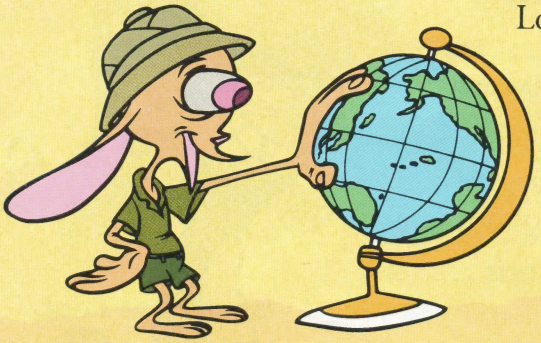


Oh, my! We can't jump off this cliff, Ren. If the Shaven Yak were here, he'd use his mystic canoe to sail across those Spiny Tree Lobsters to safety.

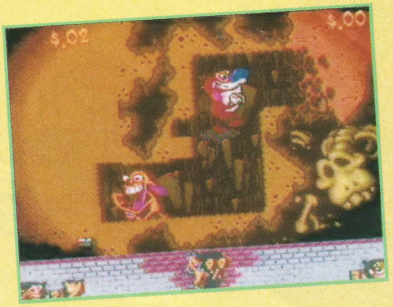
Mystic canoe?! Snap out of it, man! This is reality, not some sort of fantasy!



Careful, Stimpy! We've traveled back to the dangerous Untamed World. We need to jump carefully from rock to rock or we're seagull bait!

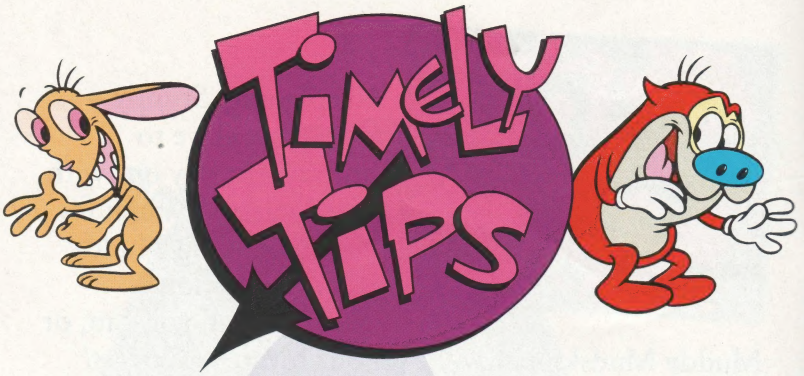


Look out, those dark caves up ahead are filled with bats, blind albino cave Hoëks, and living dirt!

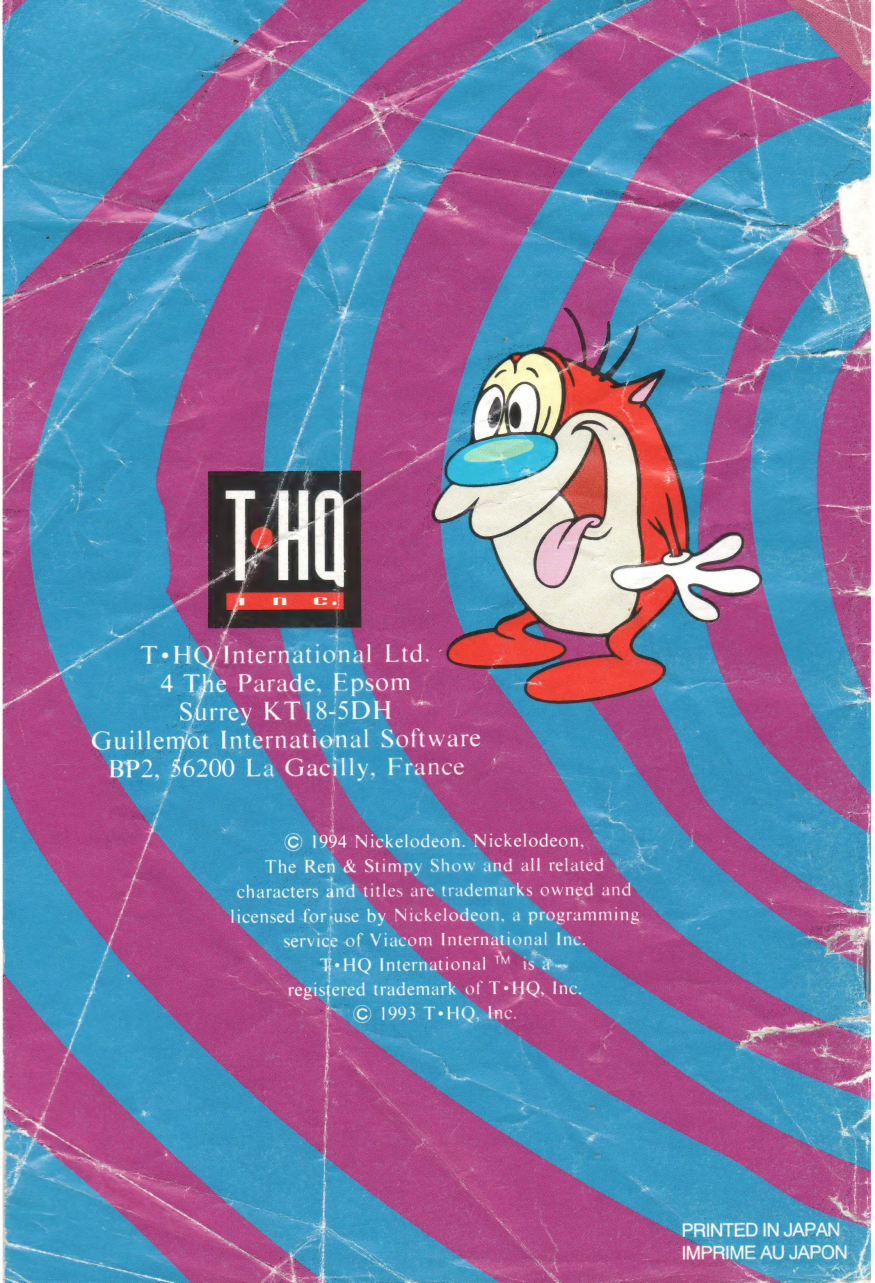


Keep going, Stimpy – even if we have to tunnel our way out with our **incisors**! Watch for any remaining Muddy Contamination – eliminate all you can, or Muddy Mudskipper will ruin our future – *keeripes!* We could end up penniless living in a trailer park!

We have to make it past wild animals and the dreaded Pit to Nothing to find the time machine and make one last time trip to our present. The more Muddy Contamination we can eliminate and the more money we collect, the bigger our celebration can be!



- Hey, kids – write those passcodes down once you've found them – you'll need them in the secret clubhouse. Some passcodes will take you to different episodes in the game and others will affect gameplay in strange ways. If the codes look a little weird, just remember that Stimpy can't read.
- Can't get through the walls in the graveyard? Try attacking a coffin – if you dare!
- Eliminate Muddy Contamination as quickly as possible to increase the value of money that you find.
- Powdered Toast powerups and special items will only last until you fall or are hit by an enemy – deselect special items when you are not using them.
- There are different endings for the game, depending on how much money you collect.



T·HQ International Ltd.
4 The Parade, Epsom
Surrey KT18-5DH
Guillemot International Software
BP2, 56200 La Gacilly, France

© 1994 Nickelodeon. Nickelodeon, The Ren & Stimpy Show and all related characters and titles are trademarks owned and licensed for use by Nickelodeon, a programming service of Viacom International Inc.
T·HQ International ™ is a registered trademark of T·HQ, Inc.
© 1993 T·HQ, Inc.

PRINTED IN JAPAN
IMPRIME AU JAPON